**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301

**Rune-Cervin Rider** {3}{G}



**Creature — Elf Knight**

Flying

{G}{G}: Rune-Cervin Rider gets +1/+1 until end of turn.

*Things of beauty are in constant peril. The riders whisk them to safety, ahead of the encroaching darkness.*

Dan Scott

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 20/301